

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses; 1/2 level; Reopening)
Style: 8-15 (18) HCP (4) 5+,
Resp: new suit= F1; transfer bids in some positions
Jump Raise=PRE, Cue=F1,
Jump New= Fit-bids
Splinter only in opponent suit
Reopen: 8-15; Resp: Cue=F1, other NF
1NT OVERCALL (2nd/4th Live; Responses; Reopening)
2 <sup>nd</sup> : 15-18/4 <sup>th</sup> 11 - 14
Responses: System on after 1m and some modifications after 1M;
4th: 11-14 (may be without stopper),
JUMP OVERCALLS (Style; Responses; Reopen)
Constructive in VUL, random NONVUL
(1m)-2M and (1♥) - 2♠ = NAT, 6+, 9-13 hcp VUL
[1M]-2M=OM and a minor, [1M] – 2NT=both minors
DIRECT AND JUMP CUE BIDS (Style; Responses; Reopen)
(1♣) - 2♣ = natural; (1♦) - 2♦ = both majors
(1♥/♠) - 2♥/♠ OM and a minor
Jump cue vs 1 <sup>st</sup> level natural opening: asking for stopper
VS Weak NT (average less 15 HCP)
DBL=nat; following double NEG on NAT suit; 2♣=♥+♠ Resp: 2nt=F1, asking
2♦=Major 1-Suiter Resp: 2nt=F1; 2♥/♠=4+-5+m Resp: 2nt=F1; 2nt=minors
VS Strong NT (average more or equal 15 HCP)
SAME as VS Weak
VS PREEMPTS (Doubles; Cue-bids; Jumps; NT bids)
DBL=T/O; NT=NAT; 4m = always two suiter
Natural and two suited overcalls
VS ARTIFICIAL STRONG OPENINGS
vs 1♣: DBL = ♣; 1x = NAT, may be 4 cards; 1nt = (44)+ minors
2♣/♦/♥/♠ = as VS INT; 2nt= 2-Suiter
vs 2♣: DBL= ♣; 2♦/♥/♠ = NAT; 2nt= 2-Suiter
VS OPPONENTS' TAKEOUT DOUBLE
RDBL= Strong; new suit = F1; Jump Raise= PRE;
Transfers after 1M-[dbl]

LEADS AND SIGNALS		
OPENING STYLE		
	Lead	In Partner's suit
Suit	1-3-5	1-3-5
NT	1-3-5	1-3-5
Subsequent	1. Count 2. Attitude(high=passive)	Same
OTHERS: we might lead 1 <sup>st</sup> from 3 or more cards again NT		
Through declarer 2/4		
Leads		
Lead	Vs. Suit	Vs. NT
Ace	AK+, Ax, AQx, AJx	AK+, Ax, AQx, AJx
King	KQ, Kx	KQ, Kx, AKJ+
Queen	QJ, AQJ, Qx	QJ, AQJ, Qx, KQ10+
Jack	J10, Jx, KJ10	J10, Jx, KJ10, QJ9+
10	109, Q109, AJ10+, AK109+	109, Q109, AJ10+, AK109+
9	9x+, A(K)109, A(K)J9,	9x+, A(K)109, A(K)J9,
S	Sx(+), xxS, xxSx, xxxS, xxSxxx	Sx(+), xxS, xxSx, xxxS, xxSxxx
SIGNALS IN ORDER OF PRIORITY		
	Partner's Lead	Declarer's Lead
Suit	Att, small = positive	Count, small=even
	Count, small=even	S/P
	S/P	
NT	Att, small = positive	Count, small=even
	Count, small=even	S/P
	S/P	
Disc	Suit preference: small card – lowest suit, high card – highest suit	
	Against 5 <sup>th</sup> level or higher contracts K asks for count	
	1 <sup>st</sup> lead rev SMITH signal with small when necessary.	
DOUBLES		
TAKEOUT DOUBLES (Style; Responses; Reopening)		
T/O thru 5♦ = opening values, but may be light with classic shape		
RESP: Cue=F1, Other=nat limit, LEB after [2M]-dbl-[p]		
Reopen: norm 10+, may be very weak, when feeling pd's trapping		
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES		
NEG DBL thru 4♥		
Support double after 1x-p-1y-[1/2z]		
1m-(1♥)-DBL shows four or five spades, 6+HP		
1m-(1♠)-DBL strongly suggests at least four hearts, 6+ HP		

WBF CONVENTION CARD
CATEGORY: Green
NCBO: LATVIA
PLAYERS: Oļģa Edgars– STRAUME Toms
EVENT: All
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
NATURAL
1♣ = 2 +, 11+ hcp, TRF resp: 1♦=♥, 1♥=♠, 1♠=NT, 1NT=nat
1♦ = 4+, NAT, usually UNBAL, 11+ hcp
1♥/♠ = 11+, 5+
1nt = 9-11 or 15-17 (depends on vul/pos)
2♣ = Forcing to game or 20-21 BAL
2♦ = 18-19 bal or natural weak two in ♦ 6-10 hcp, 6+ (depends on vul/pos)
2M = weak two, 6-10 hcp, 6+
2nt = 22-23 balanced, could be 4441 or 5any or 54any or 6322
1nt over 1M= semi-forcing
2 over 1= Natural FG
1M - 2♣=2+♣
SPECIAL BIDS THAT MAY REQUIRE DEFENCE
2♦ = 18-19 bal or natural weak two in ♦ 6-10 hcp, 6+ (depends on vul/pos)
1nt = 9-11 or 15-17 (depends on vul/pos)
3nt= Gambling
SPECIAL FORCING PASS SEQUENCES
1) After penalty redoubles, 2) 1NT – [x] – pass = forcing redouble
3) GF situations
IMPORTANT NOTES THAT DON'T FIT IN ELSEWHERE
2NT usually FG after 3 suit are bid naturally
In unclear situations, we tend not to pass
3M first hand NV is very weak, 0-4hcp
PSYCHICS
Rare

OP.	TICK IF ART	MIN NO OF CARDS	NEG DBL THRU	DESCRIPTION	RESPONSES	SUBSEQUENT AUCTION	PASSED HAND BIDDING
1♣	X	2	4♥	2+, NAT, 11+ hcp	TRF resp: 1♦ = ♥, 1♥ = ♠, 1♠ = NT, 1NT=nat, 2♣ = nat 2♦ = nat, FG 2M=nat, 0-8 hcp 2NT=pre with both minors, 3♣/♦/♥=NAT, PRE, 3♠ = TRF to 3NT, 3NT = to play	1♣ - 1x-1y: 2♣ = Puppet to ♦ (weak with ♦ or any INV, 3m=5+m & 4M, INV); 2♦ = FG, ART, 1♣-TRF M-1NT=18-19 Vul 1♣-TRF m: accepted=any minimum 11-14, others=extras 1♣-TRF M: 2NT=STRONG, SUPP	SAME
1♦	X	4	4♥	4+, NAT, usually UNBAL 11+ hcp	1♥♠ = NAT; 1NT = ♣ ; 2♣ good ♦ raise or better; 2♦ = weak raise; 2M=nat, 0-8hcp, 2NT = INV with 2♦ 3♣=NAT, INV; 3♦= PRE; 3NT = to play 3♥♠ = NAT PRE	1♣ - 1x-1y: 2♣ = Puppet to ♦ (weak with ♦ or any INV, 3m=5+m & 4M, INV); 2♦ = FG, ART; 1♦-1♠-1NT=♣ 1♦-1M-2NT= STRONG, SUPP 1♦-1M-2♠=6+♦, 1♦-1♥-2♦=6+♦&3♥ NF 1♦-♠-2♦=5+♦&4♥	SAME
1♥/♠		5	4♥	10+, 5+ ♥/♠ 3 <sup>rd</sup> seat – may be weaker, may be 4 card suit	1NT= NF, 7-12 hcp; 2♣=2+, FG, 2♦=5+, FG 1♥-2♠ and 1♠-3♥ = INV, 3 card SUPP, 10-12 hcp 3♠♦ = NAT INV 3M=4+M, Mixed 2NT = INV+ with 4 card support SPL=void	1♥-1♠-1NT: 2♣ = Puppet to ♦ (weak with ♦ or any INV, 3m=5+m & 4M, INV); 2♦ = FG, ART; 1M - 1♠/1NT - 2♣: 1) 5-4, 17+/ 2) 5M&4♠, 11-16 / 3) 6+, 18+ 1M-2♣-2♦=Bal with ♣ supp or nat	2♣=9-11 with Support
1NT			4♥	9-11 NV 1st/2nd/3rd (14)15-17 V and 4 <sup>th</sup> , can have singleton honor and 6-card m	2♣= NF Stay; 2♦ = Any GF; 2♥/♠=NF 2♠ = Stay; 2♦/♥/nt= TRSF ♥/♠/♦; 2♠=TRSF ♣ or inv 3nt or 6nt or inv 6m with 44 minors 3♠/♦/♥/♠ = NAT, FG 4♠=both M, 5+5+, 4♦=TEXAS to ♥, 4♥= TEXAS to ♠	1NT-2♦-2♥=4♥, 1NT-2♦-2♠=4♠, 1NT-2♦-2NT=No 4M and 5m 1NT-2♠-2♥-3♦=FG with ♥ 1NT-2♠-2♠-3♥=FG with ♠	
2♣	X		4♥	Strong or 20-21 BAL	2♦=waiting, 2M=0-4 hcp, NAT, NF, 2NT= minors, 3m=0-4 hcp, NF	2♣-2♦-2♥=natural or balanced forcing game 2♣-2♦-2NT=20-21, 2♣-2♦-2♥-2♠-2NT=bal, FG	
2♦	X		-	18-19 bal NV 1st/2nd/3rd (4)7-10 HCP (5)6+ ♦	2♥=Puppet to ♣; 2♠=TRSF to 2NT; 3♠=Stayman 2♥/♠ = F1; 2NT=asking	2♦-2♥-2♠-2NT=Puppet to 3♠ (ST in ♠) 2♦--2♠-2NT-3♠ = Stayman for ♥	
2♥/♠		(5)6+	-	(4)7-10 HCP (5)6+ ♥/♠	New suit=F1, 2NT=forcing relay, asking for Distribution, 2M-3M=not inviting		
2NT				22-23, bal	3♠ = Puppet stayman, 3♦ / ♥ = transfers, 3♠ = minors	2NT-3♠-4♠=4♦ 2NT-3♠-4♦=4♠	
3♣/♦		6+	-	6-10 hcp	New suit forcing, lead directing	3m-New suit-4m=NF	
3♥/♠		7(6)	-	5+ ♥/♠, 0-4hcp first hand NV, otherwise 6-10hcp, 7+ cards	New suit forcing, lead directing		
3NT	X	0	-	AKQxxxx in any minor	4/5/6 m = P/C 4M = NAT, to play	<b>HIGH LEVEL BIDDING</b> Cue style: first and second round controls up the line RKCB= 1430, Kick-back	
4♣/♦		7	-	PRE, 6-10 hcp	4M = NAT, to play	Relay following 5♥/♠ responses to RKCB or relay+1 following 5♠/♦ responses to RKCB asks for trump Q or K (if not contract).	
4♥/♠		7	-	PRE, 6-10 hcp	4NT=RKCB; new suit=CUE	If not RKC 1430, 4NT 2-places to play and 5NT pick a slam	
4NT	X		-	(65)+ minors			
5♣/♦		7		To play			